

APPENDIX A

```
{  
    If Audio Message received in Input Buffer  
    Then {  
        Decode Audio message into digital form;  
        // Check if message is valid message  
        If error in decode then Break;  
        // Check if this is a message that has been  
        processed  
        If Message_Id in Old_Message_Buffer then Break;  
        Store Message_Id into Old_Message_Buffer;  
        Retransmit Message;  
        // Converts digital form into audio form and  
        transmits  
        If no device specific functions for this  
        Message_Id then Break;  
        For all device level functions for this  
        Message_Id  
            Perform device level function  
            For all messages associated with function  
            {  
                Transmit message  
                Add message id to Old_Message_Buffer  
            }  
    }  
}
```